Tabeeb Wazir

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EDUCATION

State University of New York at Brockport, Brockport, NY   GPA: 3.4/4.0
Bachelor of Science in Computer Science   05/2024

TECHNICAL STRENGTHS

Web App Development
- Front-end: JavaScript, HTML/CSS, Bootstrap, EJS, React.js
- Back-end: Node.js, Express.js, MongoDB, Mongoose, SQL

Mobile App Development
- Flutter/Dart, Java/XML

UI/UX Design
- Figma

WORK EXPERIENCE

SUNY Brockport – Information Technology Services (BITS)   **Brockport, NY (On-site)**
IT Systems and Network Associate   10/2023 – Present
- Troubleshooted alarms reported by various monitoring tools (Cisco Prime, LibreNMS, EcoStuxure, PRTG)
- Identified and mitigated rogue wireless access points
- Updated network documentation with precision from site surveys.
- Maintained 70+ network closets for efficient operations.
- Installed and removed Data Center cabling for connectivity.
- Resolved user trouble tickets and escalated issues.
- Updated network tools when new devices were added (Cisco Prime, LibreNMS, EcoStuxure, PRTG)

SUNY Brockport – C-STEP/McNair   **Brockport, NY (On-site)**
Summer Research Internship   05/2023 – 06/2023
- Used Qualitative research to gain a deeper insight into the utilization of different software development life cycle methodologies and their impact on the success rate of projects.
- Collected data from relevant articles about the different software development life cycle methodologies and their success rate.
- Analyzed data using qualitative analysis methods/theory to identify patterns, trends, and relationships between the use of different software development life cycle methodologies and their impact on the success rate of projects.

SUNY Brockport – Transfer Credit Services   **Brockport, NY (On-site)**
Data Entry Operator   03/2023 – Present
- Accurately and efficiently input student transcript data into the Brockport database.
- Make necessary adjustments to data entries as needed for precision.

PROJECT EXPERIENCE

TreeWalk – Collaborative Academic Project   03/2023 – 05/2023
Interactive High-Fidelity App Prototype for Brockport Tree Board
- Used Figma for developing the high-fidelity interactive prototype.
- Created different components such bottom sheet, navigation, search bar, and a map that displays the locations of different trees in the Brockport area.
- Implemented the Agile (Scrum) development methodology, encompassing roles, sprint planning, backlog discussions with the project sponsor at the start of each sprint, weekly stand-ups, sprint reviews, and sprint retrospectives.

HONORS AND AWARDS

Member, NSF S-STEM Community Scholars   02/2023
NSF S-STEM Community Scholars Scholarship   03/2023